



American Bell

GENESIS Telesystem

Console



Genuine American Bell

Owner's Manual

Introduction

Your GENESIS* Telesystem Console puts sophisticated telecommunications technology . . . and an exciting range of new telephone features . . . at your personal command.

Your GENESIS Telesystem Console is your introduction to the convenience of having your own personal telesystem. The console is the first building block. You can add an extra dimension of features and functions by replacing the basic cartridge with an enhanced feature cartridge and/or by adding modules to your console. And you control your telesystems's growth, tailoring it to your communications needs.

Your GENESIS Telesystem Console is unlike any other telephone equipment you've ever owned. For that reason, we urge you to take the time to read this owner's manual once through to familiarize yourself with the way the GENESIS Telesystem Console works. Then go back and follow the step-by-step blue type directions to install and operate your GENESIS Telesystem Console.

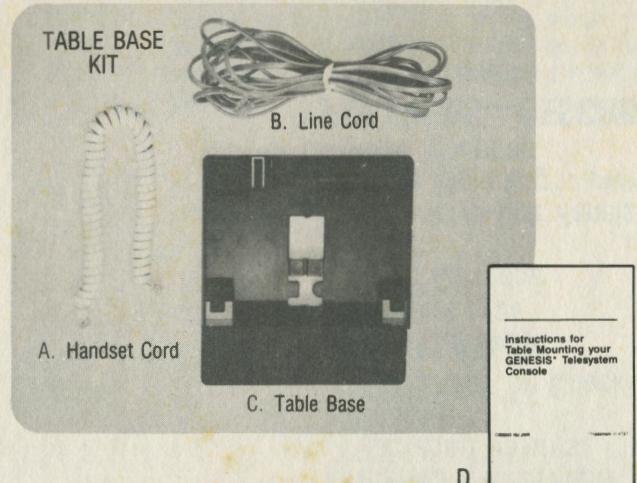
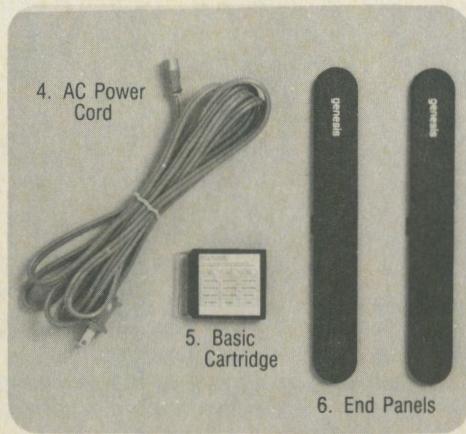
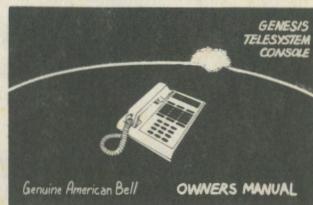
Equipment Manufactured in U.S.A. By Western Electric

*Trademark of AT&T

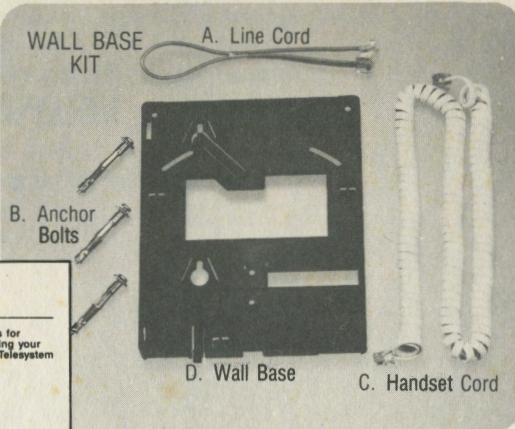
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Pre-Installation



OR



PACKAGE CONTENTS

As you unpack the carton your GENESIS Telesystem Console came in, make sure you have:

- GENESIS Telesystem Console
- Handset
- Eight foot AC Power Cord
- Two Decorative End Panels (installed on console)
- Basic Cartridge (installed in console)

AND

- A Table Base Kit, with:
Six Foot Handset Cord
Fourteen Foot Telephone Line Cord
Table Base
Instruction Sheet

OR

- A Wall Base Kit, with:
Twelve Foot Handset Cord
Three (3) Anchor Bolts
Eight Inch Telephone Line Cord
Wall Base
Instruction Sheet

Your Console is packed with a Basic Cartridge installed in the receptacle on the left side of the Console. This cartridge or one of the enhanced feature cartridges (available at your place of purchase) must be installed at all times for proper operation.

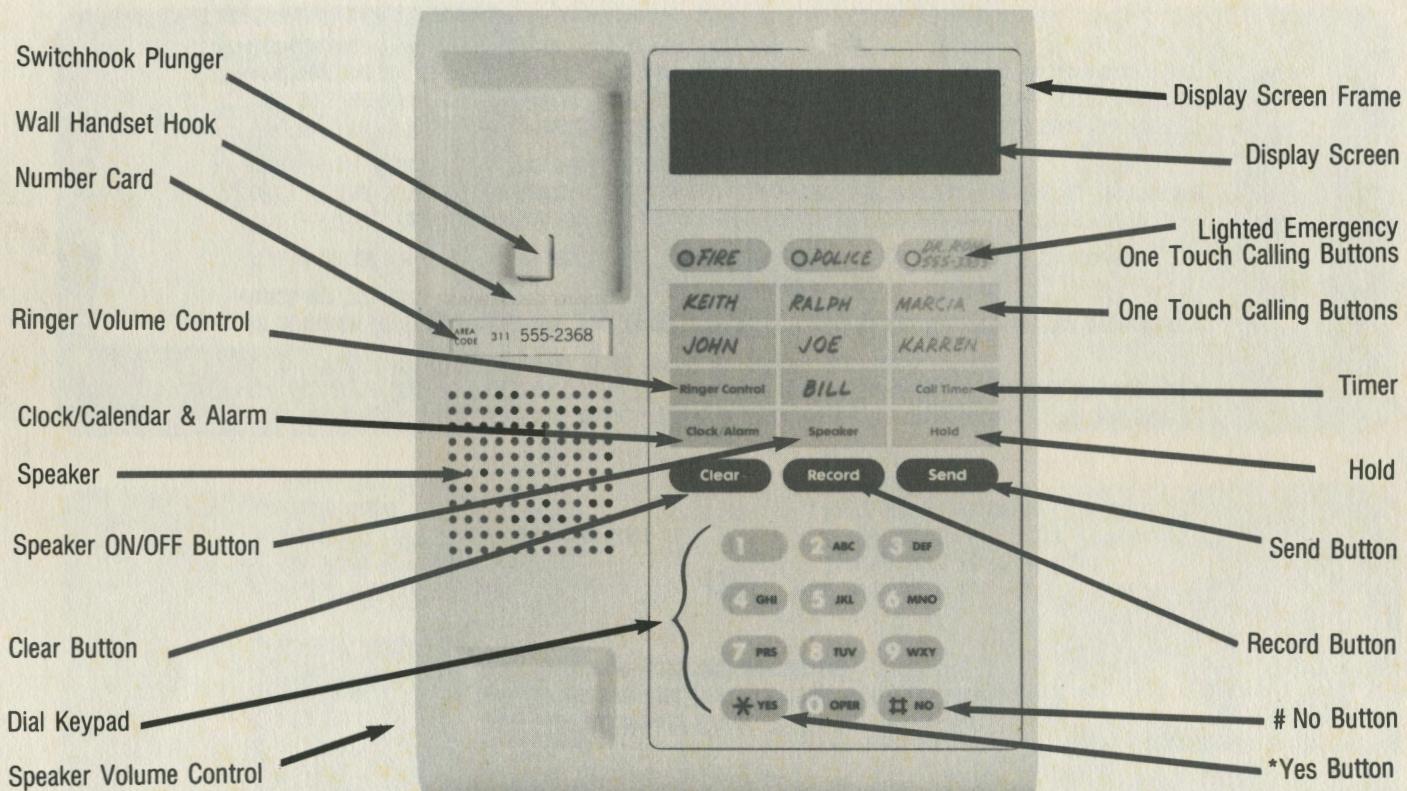
In addition to the parts above, you must provide a 9 volt ALKALINE battery for emergency back up power.

If any parts are missing, or appear to be damaged, contact your place of purchase.

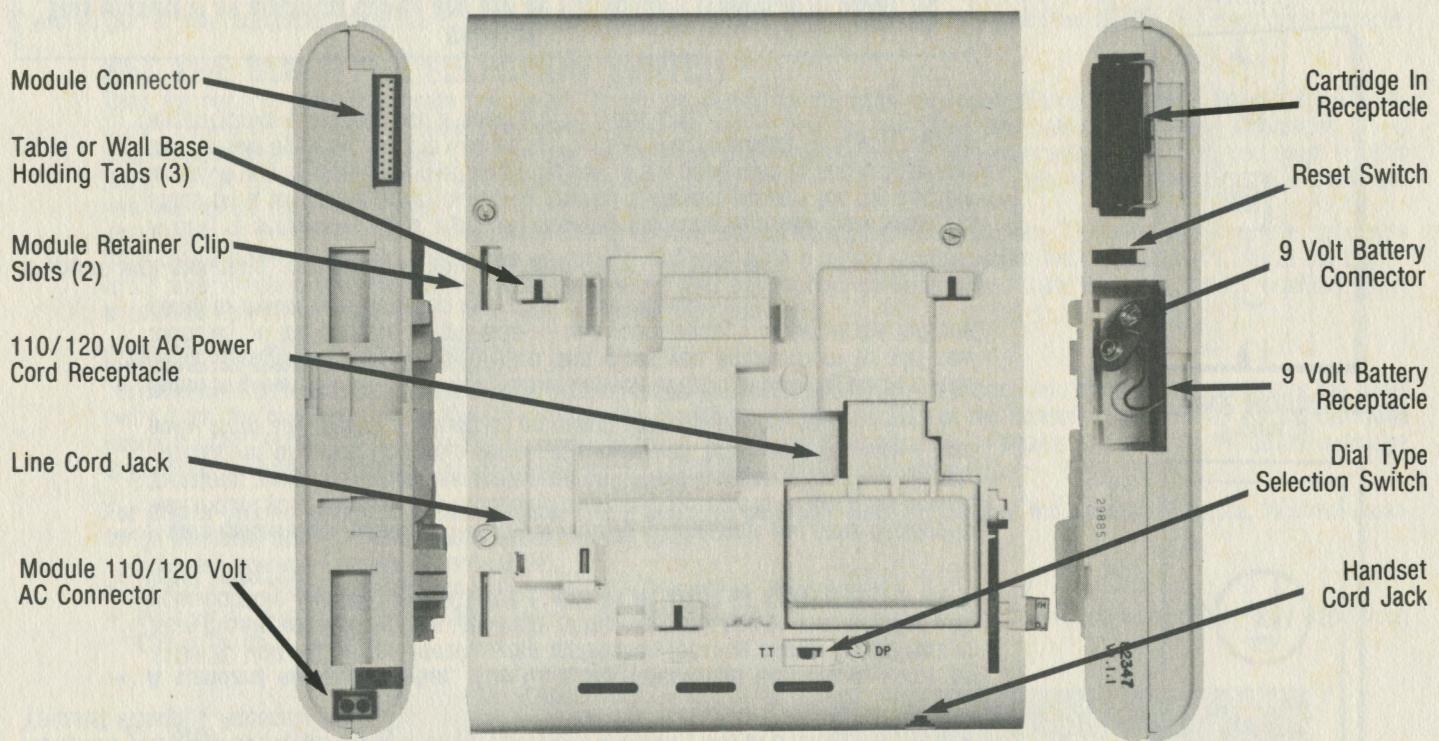
The GENESIS Telesystem Console has been designed for easy installation. At the same time -- because the console is a sophisticated piece of equipment -- it is important that you follow the installation directions in this section of your owner's manual precisely.

You'll find you'll be able to install your console quickly and easily -- if you take the time to read this section thoroughly first. Then go back and follow the key directions -- clearly printed in blue type for easy reference -- to assemble, mount and install the GENESIS Telesystem Console.

GENESIS Telesystem Console



FRONT VIEW



BOTTOM VIEW

Guide to the GENESIS Telesystem Console

From here on, your owner's manual will be directing you to the GENESIS Telesystem Console's components, buttons and controls. For easy reference, they're all mapped out on these two pages.

PRE-INSTALLATION CHECK LIST

To install your GENESIS Telesystem Console you'll need:

- **A modular telephone jack or outlet.** If you do not have a telephone outlet like those in Figures A, B or C, you may be able to convert your outlet with an Adaptor or you can contact your local telephone company to arrange for a modular outlet installation.

The outlets in Figures A and B are recommended for table base mounting of the console. The outlet in Figure C is recommended for wall base mounting. If there is a decorative backboard around the outlet in Figure C, you must remove it before wall mounting the console.

If the only outlet you have is like the one in Figure C, you can still mount your console on a table or desk: You can plug your console's telephone line cord into the Figure C outlet. Similarly, if you have only an A or B outlet, you can still mount your console on the wall. However, you may have to purchase a longer telephone line cord, one of a full range of Do-It-Yourself Wiring & Accessories.

- **A standard electrical outlet.** The GENESIS Telesystem Console operates on 110/120 Volt AC power. Ideally, your installation location should be no further from the electrical outlet than the length of the eight foot power cord included with your console. **DO NOT SELECT AN ELECTRICAL OUTLET CONTROLLED BY A WALL SWITCH.**
- **A safe installation location.** This is particularly important if you have decided to wall mount your console. The GENESIS Telesystem Console is an electrical device, therefore, avoid installation near water sources. Avoid installation locations directly over stoves or sinks. Choose a permanent, rigid wall. Make sure you pick a spot away from any electrical wiring or plumbing lines inside the wall.
- **Room to grow.** The GENESIS Telesystem Console is the first building block in your GENESIS Telesystem. Pick a location that gives you ample room to add new modules on the console's right side -- and room enough to get at the left end panel to install new batteries and plug in cartridges.

If you're wall mounting your console, you may also need:

- A drill, a screwdriver and a pencil. Hooking the console's wall base over the studs on a telephone outlet plate will provide sufficient support for the console alone. If you're planning on adding modules, it's a good idea to securely mount the console by using 2 of the wall anchor bolts in your mounting kit. If you use the anchor bolts provided, you'll need a 5/16" drill bit.

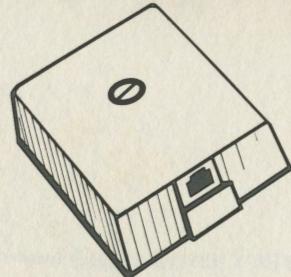


Figure A
TABLE MOUNTING

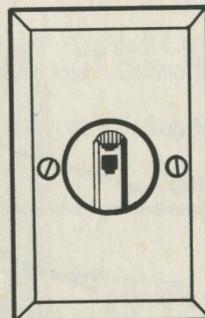


Figure B
TABLE MOUNTING

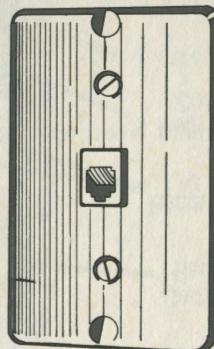


Figure C
WALL MOUNTING

CAUTION

This product is an electrical device and can be hazardous if immersed in water. To avoid the possibility of electrical shock, do not use it while in the bathtub or shower, or when you are wet. If you accidentally drop it into water, first unplug the telephone cord from the modular outlet and the AC power cord from the wall outlet, then remove the equipment from the water.

Installing the GENESIS Telesystem Console

If you've got all your equipment (see the Pre-Installation Check List, Page 7) you're ready to install your GENESIS Telesystem Console.

SET THE DIAL TYPE SELECTION SWITCH

Turn the console over and locate the switch. It can be moved to the right for rotary dialing (DP) or to the left for Touch-Tone® dialing (TT). Set the console's switch for the same dialing type as your other telephones. This is very important. If you have Touch-Tone dialing service, you may use either TT or DP. However, if you have rotary dialing service, you must set this switch to DP for rotary dialing. If you have rotary service but set the dial switch to TT, you will be able to receive calls, but you will not be able to dial out.

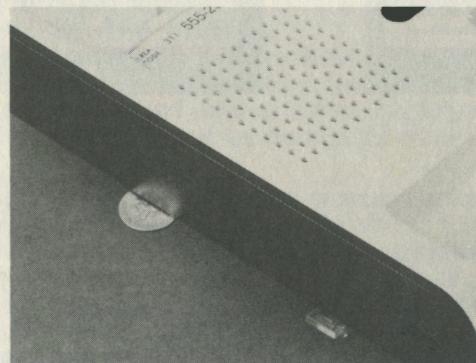
You may now, even though you have rotary dialing service, access special services requiring TT dialing. For example, to access bank by phone services, with the switch set for DP, dial your bank's phone number. After the bank answers, move the switch to TT and complete your transaction. After completing your transaction, be sure to return the switch to the DP position. (This procedure cannot be used if you have wall mounted your console.)

CHECK BASIC CARTRIDGE

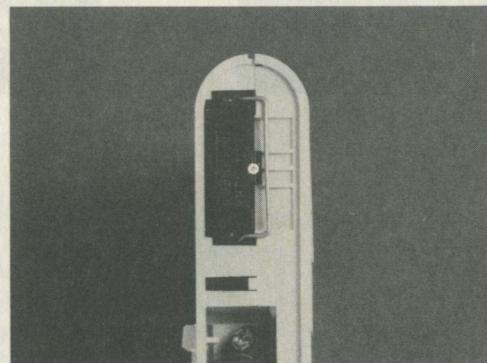
Turn the console and locate the slot at the bottom center of the left end panel. Fit a dime into the slot and gently pry the panel away from the console. Locate the cartridge in the receptacle on the left side of the console. Press firmly on the cartridge where it says "PUSH" to make sure it is securely seated. Fold the cartridge handle up against the console. When the cartridge is properly installed, neither it nor its handle should stick out past the console's edge.

For proper operation of your GENESIS Telesystem Console, you must have a cartridge installed at all times. Without a cartridge in place, one of the following situations will occur:

- With AC power - Console is inoperable.
- Without AC power and without battery power - Console is inoperable.
- Without AC power but with battery power - Console will provide basic telephone service and the three Emergency One Touch Calling buttons will dial.



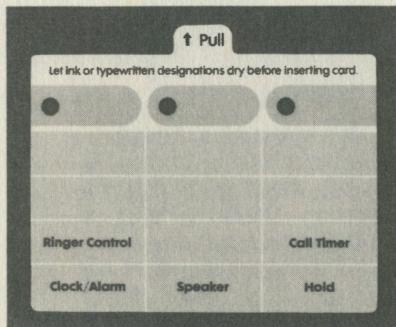
DIME IN SLOT



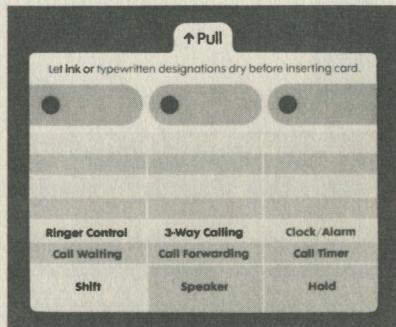
INSTALLED
CARTRIDGE

Enhanced Feature Cartridges

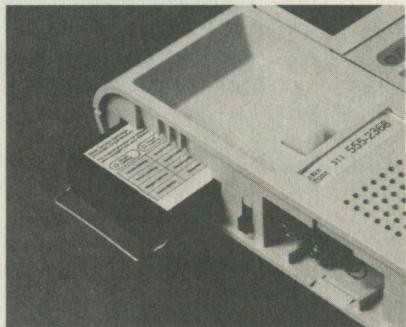
If you purchased one of the special enhanced feature cartridges such as the Custom Calling Convenience Cartridge, we **STRONGLY RECOMMEND** that you first learn to operate the GENESIS Telesystem Console with the Basic Cartridge. Then, after you are familiar with the console, install your enhanced feature cartridge and learn its operation. As you can see from the directory cards below, the directory cards which are packed with the enhanced feature cartridges are not the same as the directory card which came with your console. Some of the buttons move and some new buttons are added; thus, the examples in this booklet won't match the operation of some features when a different cartridge is installed.



BASIC CARTRIDGE



CUSTOM CALLING
CONVENIENCE CARTRIDGE



CARTRIDGE
REPLACEMENT

To Remove and Replace a Cartridge

Grasp the handle on the cartridge in the console and pull firmly away from the console to remove the cartridge. Holding the new cartridge by the handle, with the label side up, slide the cartridge straight into the receptacle. Press firmly to make sure that the new cartridge is firmly seated and all the way in, and fold the cartridge handle up against the console. Neither the cartridge nor the handle should stick out past the console's edge. Replace the Directory Card as shown on Page 26.

INSTALL THE BATTERY

While the console runs on AC power, the 9 volt battery provides emergency back-up power. If there's an interruption in AC power to the console, the 9 volt battery keeps the phone numbers you've recorded in the console's memory from being lost and provides enough power for you to make or receive calls should the need arise.

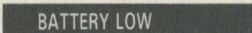
To install the battery:

Locate the battery receptacle and connector in the console's left side. Now connect the 9 volt alkaline battery by snapping on the battery connector. Fit the battery and connector into the battery receptacle. Make sure the wires attached to the connector are tucked away so they're not pinched. The left end panel must be installed per the instructions on Page 11 for your console to operate.

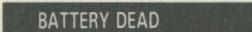
It's your responsibility to install a new battery periodically. The console is programmed to alert you when it's time to replace the battery.

When the console is fully installed, and AC power is ON:

If battery power is low

The display shows  when the console rings and when you pick up the handset.

If there is no battery power

The display shows  unless another feature is being used.

When the console is fully installed and the AC power is OFF,

The display is blank. 

If battery power is low, you can still use the console to make or receive calls. When you pick up the handset the emergency buttons will flash for ten seconds. **Keep in mind that using the console during an AC power failure will drain any remaining battery power quickly.** During an AC power failure, if there is no battery power, the set will not operate and the emergency buttons will not flash. However, you still have time to change the battery -- and keep your recorded numbers in the console's memory -- if you do it right away. If you pick up the handset while the power is off and the battery is dead, you may erase the console's memory.

Replace the battery.

Remove the left end panel as shown on Page 11.

Remove and replace the battery. **Use only ALKALINE batteries.**

Replace the left end panel as shown on Page 11.

You may have to reset the clock to the correct time as shown on Page 17.

Power Failure

In addition to battery conditions, your console is programmed to alert you to AC power failure conditions. Most important, in the event of a long power failure, i.e., two seconds or longer, when AC power is restored, the display will alternate showing the time, day and date and a solid green display. More detailed information is included under AC POWER FAILURE on Page 40. Anytime the AC power cord is disconnected for more than two seconds, when you reconnect the cord, the display will give the power failure indications.

INSTALL THE DECORATIVE END PANELS

The two end panels are interchangeable. Install one on each side of the console.

Place the slot in the upper edge of the panel over the tab on the console.

Press gently to snap the panel into place. Do not force the end panel as you may break it.

Repeat with the other panel.

To remove the end panels:

Fit a dime into the slot at the bottom center of the end panel.

Gently pry the panel away from the console.

When your console is fully installed:

Whenever you remove the left end panel -- for instance, to change the battery -- you turn off the console:

The display is blank.

When you replace the left end panel:

The display shows 5:30 PM FRI MAY 28 --- or whatever time, day and

date the console was turned off. (You may have to reset the clock to the correct time, but any numbers stored in One Touch Calling locations will be retained).

IMPORTANT:

In order for your console to operate properly, the following items must be installed:

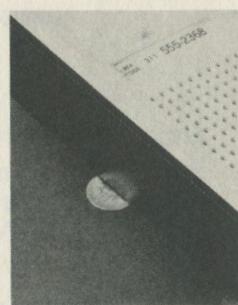
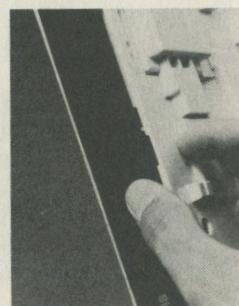
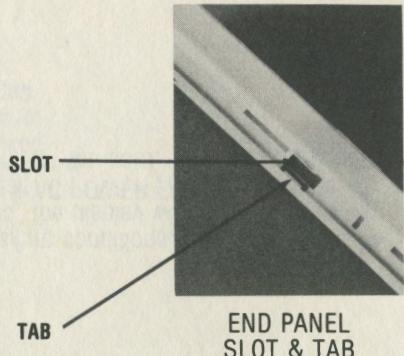
- A Cartridge
- A 9 Volt Alkaline Battery
- The Left Decorative End Panel

If, for some reason, you remove the left end panel while you have the console off-hook and then hang up while the left end panel is off, your console will not signal the telephone company central office that your console is now on-hook. In this situation, all of your telephones will be unusable because your phone line is still open. You must reinstall the left end panel. Your console will then signal the central office, and your phone line will then return to the normal on-hook status.

MOUNT THE CONSOLE

If you're installing your console on a desk or table, follow the directions on Page 12.

If you're mounting your console on a wall, skip ahead to Page 13.



TO MOUNT YOUR CONSOLE ON A TABLE OR DESK:

- Locate the phone number card below the upper handset rest on the console. To remove the clear plastic window, press down on the left end, slide the window to the left until the right end pops up. Remove the plastic window and the number card.
 - Write or type your phone number on the number card. Replace the number card and plastic window.
 - Place the console face down on a clean, flat surface.
 - Thread the line cord and the power cord through the base opening marked C in the illustration.
 - Plug one end of the telephone line cord into the console's jack, marked A in the illustration. Make sure the plug locks in place.
 - Plug the power cord's square end into the console's receptacle, marked B in the illustration. Again, make sure it's firmly in place.
 - With the cords hanging loosely, position the base over the console so the console holding tabs E are visible at the top of the square openings D in the base. Slide the base up and it will lock in place.
To release the table base, place the console face down on a clean, flat surface. With a coin, pry up the console release catch, marked G in the illustration, while sliding the base towards the release catch.
 - Thread the line cord through the base's left groove, marked "PHONE", so it lies flat.
 - Thread the power cord through the base's right groove, marked "POWER", so it lies flat.
 - Plug one end of the coiled handset cord into the jack, marked F in the illustration. Make sure it's firmly in place.
 - Turn the console right side up. Plug the other end of the handset cord into the handset. Place the handset in its cradle on the console.
 - Plug the power cord into the 110-volt electrical outlet.
 - Plug the other end of the telephone line cord into your telephone outlet.

Like any other electrical device, whenever disconnecting your console from AC power, always unplug the power cord from your wall AC outlet before unplugging the cord from the console.

Your GENESIS Telesystem Console is now operable and the display will alternate showing

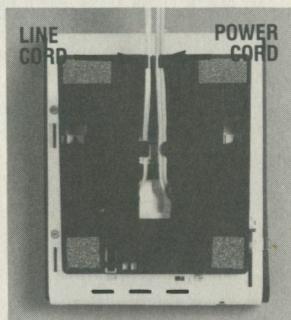
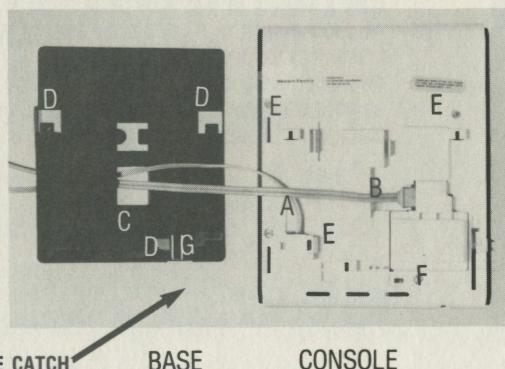
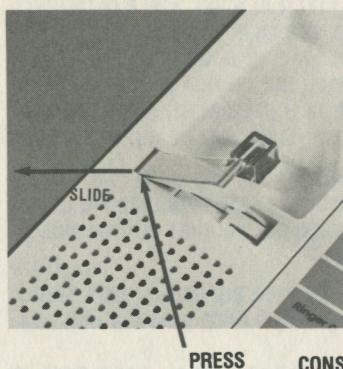
:00 AM SUN JAN

and a solid green

display. Press the **Clock/Alarm** button and the display will show

SET CLOCK?

You may now use your console as you would a standard telephone; however, if you use it before reading the instructions for the features, ignore any message on the console's display screen. Turn to Page 15 for instructions on the display and features.



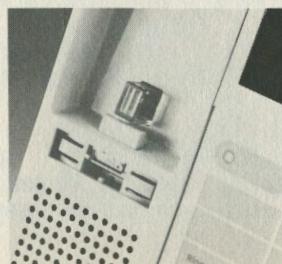
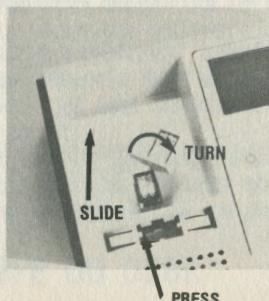
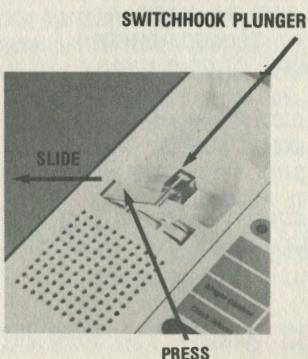
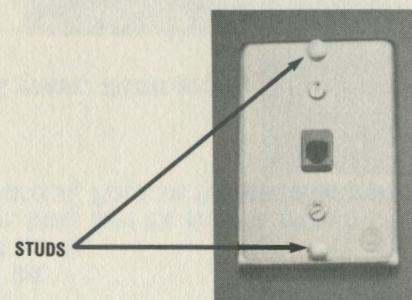
TO MOUNT YOUR CONSOLE ON THE WALL:

- Position the wall base's inverted keyholes over the studs on the wall telephone outlet plate. Press the base against the plate and slide it down. The base will lock in place.

If you wish to remove the base from the wall plate, gently pull the base release catch beneath the upper keyhole slot away from the wall. Holding the base release catch out, push the base upwards to release and pull away from the wall.

If you use the anchor bolts, use the wall base as your anchor locating template. Use the holes (2) marked A in the illustration and mark your wall with a pencil or sharp object. If you do not have a wall outlet plate as shown you may have one installed or you may mount your console with the 3 anchor bolts provided. However, if you do not use an outlet as shown, you will have to obtain a long line cord to connect to a jack, like A or B on Page 7. Use the holes marked A & B in the illustration to locate your anchor bolts.

- Now turn to the console. Locate the phone number card below the upper handset rest on the console. To remove the clear plastic window, press down on the left end, slide the window to the left until the right end pops up. Remove the plastic window and the number card.
- Use your fingernail or a pencil to press the spring clip marked "PRESS" on the dot. -- this releases the handset hook. Press and slide the hook up and out of its slot. To completely remove the handset hook, you must depress the switchhook plunger.
- Turn the handset hook upside down keeping its front marked "PRESS" towards you. Now slip it back into its slot in the console. The handset hook should lock into place.
- Write or type your phone number on the number card. Replace the number card and the plastic window.



- Place the console face down on a clean, flat surface.
- Plug one end of the eight-inch telephone line cord into the console's jack marked A in the illustration. Make sure it locks into place. Thread the cord through the cord guide marked C in the illustration.
- Plug the square end of the power cord into the console's receptacle marked B in the illustration.
- Thread the power cord through the cord guide marked D in the illustration and press into place.
- Plug one end of the coiled handset cord into the jack marked E in the illustration.
- Holding the console up next to the wall base, plug the other end of the eight-inch telephone line cord into the wall outlet marked F in the illustration.
- Position the console so its holding tabs marked G line up with the wall base's hooks marked H. The console must be flat against the base. Slide the console downward till it locks in place.
- Plug the other end of the coiled handset cord into the handset. Hang the handset on the console's handset hook.
- Plug the other end of the power cord into your electrical outlet.

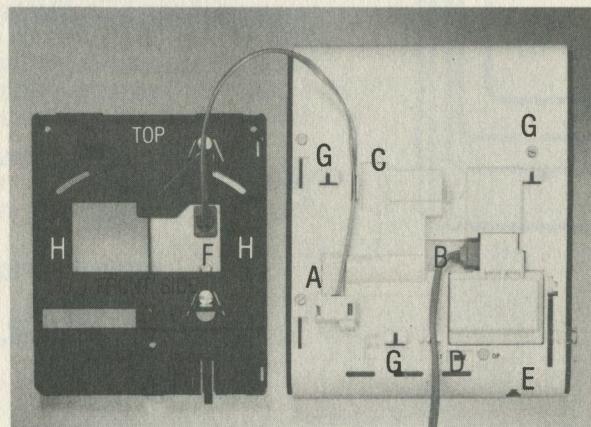
If you wish to remove the console from the wall, locate the console release catch and push it towards the wall with your finger, push the console upwards to unhook the console from the wall and pull it away from the wall.

Like any other electrical device, whenever disconnecting your console from AC power, always unplug the power cord from your wall AC outlet before unplugging the cord from the console.

Your GENESIS Telesystem Console is now operable and the display will alternate showing :00 AM SUN JAN and a solid green display. Press the **Clock/Alarm** button and the display will show **SET CLOCK?**

You may now use your console as you would a standard telephone; however, ignore any messages on the console's display screen.

Turn to Page 15 for instructions on the display and features.



Features — Description & Operation

Using the GENESIS Telesystem Console

Once your GENESIS Telesystem Console has been mounted and installed, you can use it as you would any telephone: just pick up the handset and use the dial keypad to dial the phone number you want to reach.

This section of your owner's manual is your guide to using the GENESIS Telesystem Console's features. You'll find it most useful to read the following pages once through to get an overall view of the way the console works. Then go back and follow the step-by-step instructions -- clearly printed in blue type for easy reference to use any of the console's features.

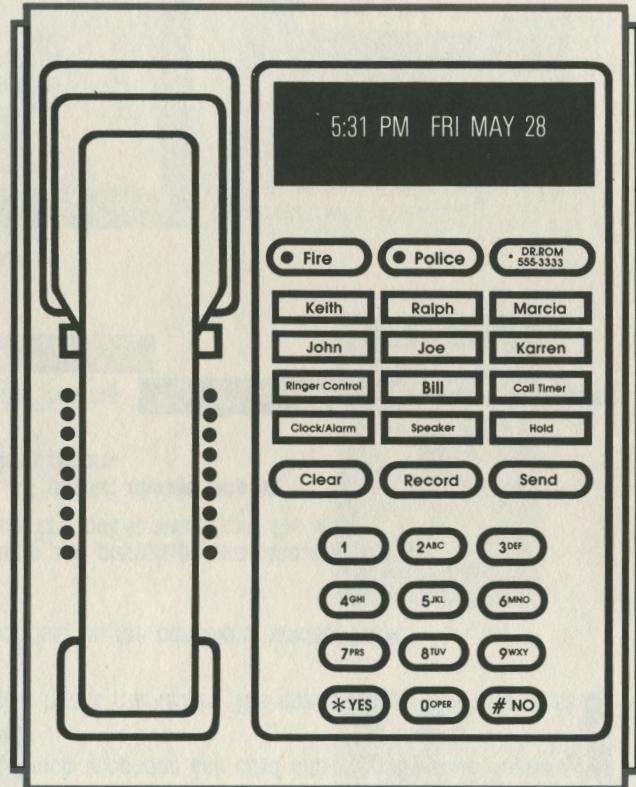
You'll notice as you dial that you need only lightly press the pressure-sensitive buttons, and with each press of any button, you'll hear audible tones from either the speaker or handset.

One final note: The GENESIS Telesystem Console is the core unit in your personal telesystem. You can add an extra dimension of features and functions with additional cartridges and modules to build a total system tailored to your communications needs. You'll find a description of the GENESIS Telesystem Cartridges and Modules at the end of this section.

USING THE CONSOLE'S DISPLAY SCREEN

The display screen is your guide to using the GENESIS Telesystem Console. As you use the various features, the display shows you status messages and asks you questions so that you always know what the console is doing and what you need to do to operate the feature.

When the GENESIS Telesystem Console is on stand-by and ready to use, the display shows its "steady state" message: the time, day and date. When you pick up your console's handset to make a call, the display will tell you it's in "steady state" -- or it will tell you the last phone number you saved in the console's memory. When you're on the phone you can clear the display and use it as a scratchpad.



Most important, when you're programming your console -- setting its clock or storing numbers in its memory, for instance -- the display's messages will guide you through each step. Whenever you see a display you don't understand or the console does not respond, try pressing the **Clear** button and watch the display for time, day and date. If you can't get time, day and date, reset the console by removing and reinstalling the left end panel.

Your owner's manual section on installation has already covered two important display messages:

BATTERY LOW when the battery power is low

BATTERY DEAD when there is no battery power

Both messages alert you to the need to replace the console's 9-volt back-up battery. You'll find the rest of the display's messages described -- what you'll see, when you'll see it, what it means -- in the step-by-step instructions on the following pages.

When you've installed your GENESIS Telesystem Console and it's ready to use, the display alternates showing you its first message

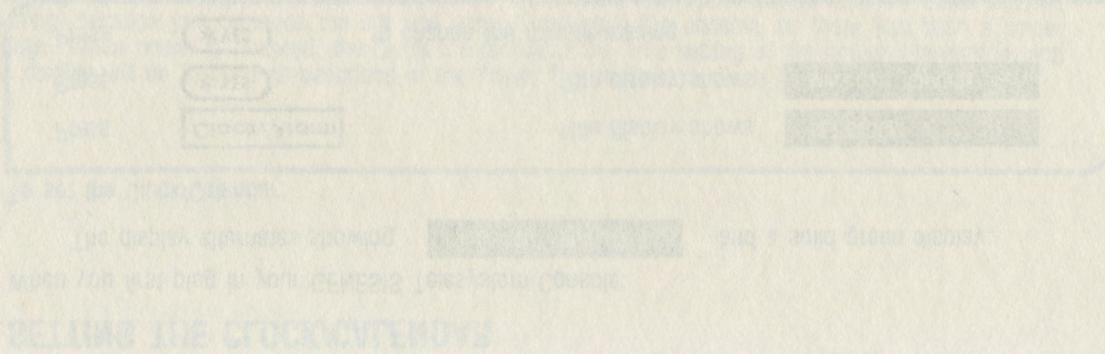
:00 AM SUN JAN and a solid green display. Press the **Clock/Alarm** button and the display will show **SET CLOCK?**

Detailed feature instructions begin on the next page starting with setting the time, day and date.

Basic Cartridge and Directory Card

As we mentioned earlier, your console is equipped with the Basic Cartridge and the corresponding Directory Card. If you purchased one of the enhanced feature cartridges, such as the Custom Calling Convenience Cartridge, we STRONGLY RECOMMEND that you first learn to operate the GENESIS Telesystem Console with the Basic Cartridge. Then, after you are familiar with the console, install your enhanced feature cartridge and learn its operation. If you compare the Directory Card which is packed with your enhanced feature cartridge with the Directory Card in your console, you will see that some buttons are moved and some new buttons are added. As a result, some of the examples in this booklet won't match the operation of some features when an enhanced feature cartridges is installed.

Important: Be sure to change the Directory Card when you change cartridges.



SETTING THE CLOCK/CALENDAR

When you first plug in your GENESIS Telesystem Console:

The display alternates showing :00 AM SUN JAN and a solid green display.

To set the Clock/Calendar:

Press **Clock/Alarm**

The display shows

SET CLOCK?

Press ***YES**

The display shows

MIN = 00 CHANGE?

Press ***YES**

to change the minute reading.

Each time you press ***YES**, you add a minute to the display's reading. Hold the ***YES** button down, and the minutes increase automatically. When the display reaches 59 minutes, it automatically starts recounting from 00 - - the display's hour reading will not change.

When the display shows the correct minute reading

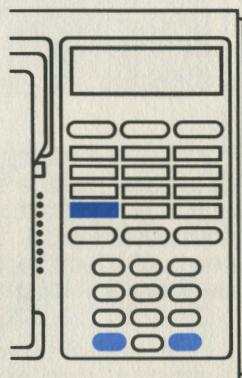
Press **#NO**

The display shows

HOUR = AM CHANGE?

Press ***YES**

to change the hour reading.



Again, a single press on ***YES** adds one hour; holding down the ***YES** button increases the hours automatically. Make sure you step the hour through to the correct morning(AM) or afternoon(PM) hour.

When the display shows the correct hour reading

Press **#NO** The display shows **DAY = SUN** CHANGE?

Press ***YES** to change the day reading.

When the display shows the correct day of the week

Press **#NO** The display shows **DATE =** CHANGE?

Press ***YES** to change the date reading.

When the display shows the correct date of the month

Press **#NO** The display shows **MONTH = JAN** CHANGE?

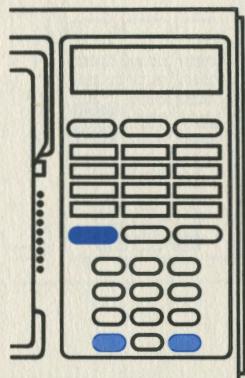
Press ***YES** to change the month reading.

When the display shows the correct month

Press **#NO** The display shows the time, day and date.

Unless you turn off your console -- or there's an interruption in power(flapping display) -- the Clock/Calendar will automatically keep the correct time, day and date. At any point when resetting the Clock/Calendar, you can press **Clear** and immediately exit without changing the remaining entries; for example, when just changing time.

You may have to reset your Clock/Calendar when your console has been shut off (and the Clock stopped running) because you removed the left end panel, unplugged the console, or there has been a power outage. When power is restored, the Clock will restart at the time setting of the power interruption, and the display will be flashing as described in the Power Failure Section, Page 40.



SETTING THE ALARM

You can use the GENESIS Telesystem Clock/Calendar as an Alarm clock.

To set the alarm:

Press **Clock/Alarm**

The display shows

SET CLOCK?

Press **#NO**

The display shows

ALARM = :00 AM

OR

The time to which your Alarm has been set
for a moment, then

The display will change to show whether your Alarm is on or off.

Please note that you can only change the alarm's time setting when the alarm is turned on.

If your Alarm is off

The display shows

TURN ALARM ON?

If your Alarm is on

The display shows

LEAVE ALARM ON?

In either case, to turn or leave the Alarm ON

Press ***YES**

The display shows

MIN=00 CHANGE?

Press ***YES**

to change the minute reading.

Each time you press ***YES**, you add a minute to the display's reading. Hold the ***YES** button down, and the minutes -- or hours -- will increase automatically.

When the display shows the minute setting you want

Press **#NO**

The display shows

HOUR = AM CHANGE?

Press ***YES**

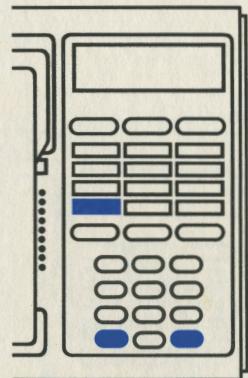
to change the hour reading.

Make sure you set the Alarm for the correct AM or PM hour.

When the display shows the hour reading you want

Press **#NO**

The display shows the current time, day and date.



Checking The Alarm Setting

If you want to check the Alarm's setting:

Press **Clock / Alarm**

Press **#NO**

The display shows

SET CLOCK?

The display shows
for a moment, then

ALARM = 7:30 AM

The display shows

LEAVE ALARM ON?

OR

TURN ALARM ON?

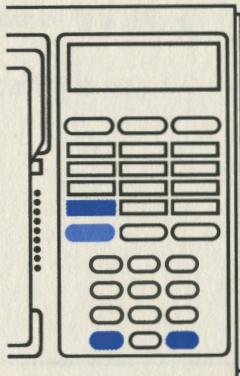
If the display shows the setting you want,

Press **Clear**

The display shows the current time, day and date.

OR

Follow the Setting The Alarm Procedure on Page 19.



Turning The Alarm Off

To turn the Alarm off, in response to

LEAVE ALARM ON?

OR

TURN ALARM ON?

Press **#NO**

The display shows
for a moment, then

ALARM OFF

The display shows the current time, day and date.

Turning The Sounder Off

When the Alarm is turned on, it will automatically sound a signal at the time you've set.

When the Alarm sounds

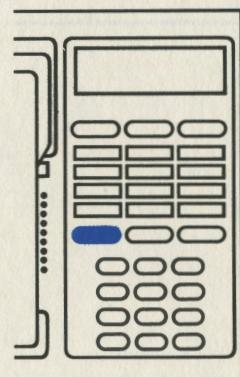
The display shows

ALARM! PRESS CLEAR

Press **Clear** to turn off the signal.

The display shows the current time, day and date.

You'll see the **ALARM! PRESS CLEAR** display only if you're not using the console -- to answer an incoming call for instance. If you don't press **Clear** the Alarm signal turns off by itself after 15 minutes. Pressing **Clear** to turn off the Alarm signal will not change your Alarm settings.



USING THE TIMER

You can use the GENESIS Telesystem Clock/Calendar as a Timer. The Timer can keep track of elapsed time on any activity, or it can be used specifically to time phone calls. Using the Timer involves these simple steps:

To start timing,

Press

Call Timer

The display shows

5:00 PM 00:00

The display will continue to show the current time on the left. It will immediately start recording elapsed time in one-second intervals on the right.

To stop timing,

Press

Call Timer

The display shows

for a moment, then

The display shows the current time, day and date.

To time telephone calls:

Pick up the handset

The display shows the time, day and date (for incoming calls)
OR
the number you dialed (for outgoing calls).

To start timing,

Press

Call Timer

The display shows
and starts timing.

5:00 PM 00:00

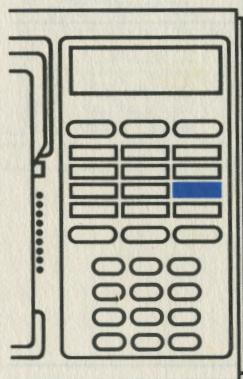
To stop timing,
Hang up

The display shows
for a moment, then

TIME OF CALL = 02:15

The display shows the current time, day and date (incoming calls)
OR
whatever number you dialed (for outgoing calls).

You can save any number you dial to make a phone call in the console's Save/Send memory. For directions on using Save/Send, see Page 23.



SETTING THE RINGER VOLUME CONTROL

Unlike traditional telephones, your GENESIS Telesystem Console alerts you to incoming calls with an electronic tone instead of a ringing bell. The console's Ringer Volume Control is set to medium volume at the factory.

Whether the Ringer Volume Control has been turned off or you just want to adjust the Ringer's volume, setting the control is easy and you have your choice of four settings: OFF, LOW, MED and HIGH.

Press **Ringer Control**

The display shows VOL = MED CHANGE?

Press ***YES**

if you want to change the volume.

Each press of the ***YES**

button moves the setting one step through the sequence
MED, HIGH, OFF, LOW.

After one press

The display shows VOL = HIGH CHANGE?

When the display shows the volume setting you want

Press **#NO**

The display shows the time, day and date.

If the Ringer Volume Control has been turned off, the display will automatically let you know.

The display shows 1:00 AM RINGER OFF

NOTE: If the Ringer Volume Control is set to OFF, the display will visually alert you to an incoming call.

The display alternates showing **RINGING** and the time and "RINGER OFF".

If you change the Ringer Volume Control setting while you are on the phone, the display follows a slightly different sequence of messages.

The display shows the current time, day and date (for incoming calls)

OR

the number you dialed (for outgoing calls).

Press **Ringer Control**

The display shows VOL = MED CHANGE?

Press ***YES**

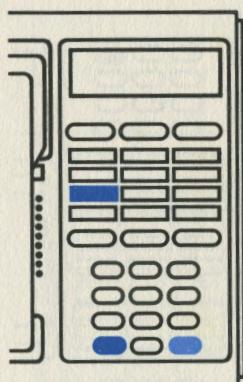
The display shows VOL = HIGH CHANGE?

Press **#NO**

The display shows the current time, day and date (incoming calls)

OR

the number you dialed (outgoing calls).



USING SAVE/SEND

The GENESIS Telesystem Console's Save/Send feature gives you the option of saving the last phone number you dialed on the dial keypad in its memory. If you direct the console to save a number, you can dial it later with one push of a button.

Here's how to save a number:

Pick up the handset

The display shows the time, day and date (when the Save memory is empty)
OR
the last number you saved

SEND = 5559876

Dial the number you want to reach 5 5 5 4 4 4 4

The display shows the number you dialed

5554444

To save the number you dialed, hang up when your call is over

The display shows

5554444 SAVE?

Press

*YES

The display shows
for a moment, then

5554444 SAVED

The display shows the time, day and date.

You can store only one number for the Save/Send feature at a time. In the sequence above, the number dialed out replaced the number saved earlier. If you don't want to replace your current Save number with a new number:

Pick up the handset

The display shows

SEND = 5554444

Dial the number you want to reach 5 5 5 7 8 9 0

The display shows the number you dialed

5557890

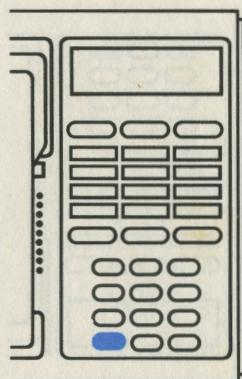
Hang up when your call is over

The display shows

5557890 SAVE?

DO NOTHING — after a moment

The display shows the time, day and date.



You can also erase a Save number without replacing it immediately.

To erase a Save number:

Pick up the handset

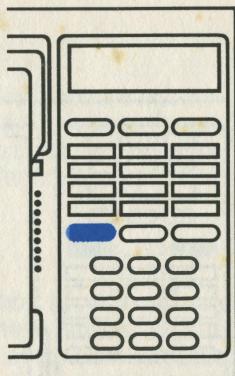
Press

Clear

The display shows

SEND = 5554444

The display shows the time, day and date.



Whenever you pick up the console's handset to make an outgoing call, if there is a number in the Save memory the display will ask you if you want to make a call to that number.

To make a Save/Send call:

Pick up the handset

Press

Send

The display shows

SEND = 5554444

The display shows
and the number is dialed automatically.

5554444

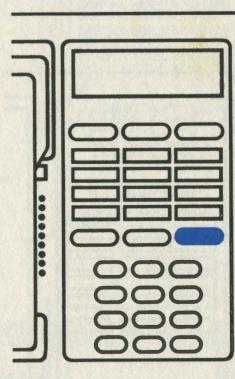
Hang up when your call is over

Since this number is already in the Save memory, the display will not show the "SAVE?" statement.

The display shows the time, day and date.

If you don't want to dial the Save/Send number, simply dial the number you want -- or press one of the One Touch Calling buttons.

Whenever the console's handset is off the hook, you can use the keypad to enter a number on the display which you wish to remember. For directions on using the Scratchpad feature, see Page 25.



USING THE SCRATCHPAD

Anytime you have the GENESIS Telesystem Console's handset off the hook, you can use the display as a Scratchpad for numbers you want to remember. For instance, during a phone call:

The display shows the time, day and date (incoming calls)
OR
the number you dialed (outgoing calls).

To enter the number you want to remember,

Press

Clear

The display is blank

[REDACTED]

Use the dial keypad to enter the number you want to remember

5 5 5 1 1 1 1

The display shows

5551111

When your call is over you have the option of storing the Scratchpad number as a Save/Send number:

Hang up

The display shows

5551111 SAVE?

Press

***YES**

to save the number

The display shows
for a moment, then

5551111 SAVED

The display shows the time, day and date.

If you don't want to save the Scratchpad number:

The display shows

5551111 SAVE?

DO NOTHING — after a moment

The display shows the time, day and date.

You can also dial out numbers you have on the display using Scratchpad. This would be useful, for example, if you had a bank-by-phone service. You could use this feature to make sure your account number or transaction amount is correct before dialing it out.

Press

Clear

Enter the information using the dial keypad. 5 5 5 9 1 0 3

The display shows

5559103

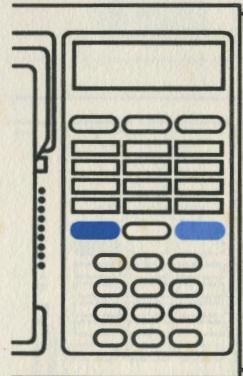
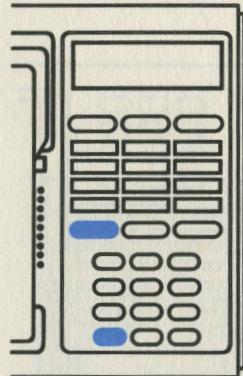
If it is correct, dial it by pressing

Send

If it is not correct, press

Clear

to erase it and then re-enter the correct number.



USING ONE TOUCH CALLING

Ten buttons on the GENESIS Telesystem Console's keypad have been reserved for One Touch Calling. You can store one telephone number -- up to 16 digits -- in the console's memory for each of the ten buttons. Once you've recorded the phone numbers, you need only press the appropriate button to have your call dialed through automatically. If you look at the keypad you'll notice that the top three buttons are red ovals. Pick up the handset, and you'll see each one light up in a different color: red, yellow and green. These buttons are ideal for emergency phone numbers, such as your fire department, police, doctor, etc.

Directory Card

Before recording your One Touch Calling phone numbers, you'll want to label each button with the name (or some short identifier such as DR. for doctor) of the person whose phone number will be stored under the button. **It is recommended that the phone number also be written on the Directory Card for the Emergency One Touch Calling buttons.** A Directory Card has been placed under the clear faceplate at the factory. All you have to do is remove the card, write in the names, and replace the card. Here's how:

Locate the recess at the top of the plastic frame around the display screen.

Slide your fingernail into the recess, gently pull the frame up and put it aside.

You'll see a tab marked "PULL" -- use it to slide the Directory Card out.

Write the names of people whose numbers will be stored into the spaces on the sheet.

Using a soft lead pencil or water soluble ink will make it easy to change the names on the Directory Card in the future.

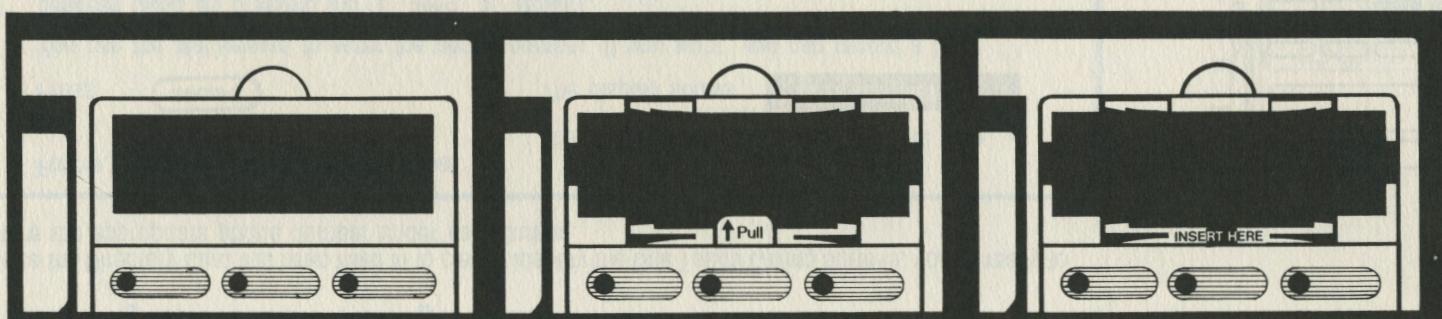
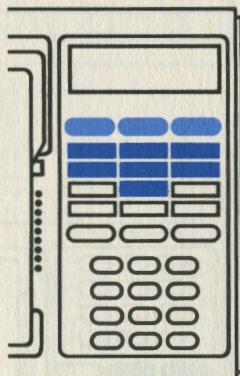
If you used ink to fill in the sheet, make sure it's completely dry before you slide it back into its frame.

Slide the Directory Card back into place by inserting one of the lower corners of the card under the center of the clear face plate, then align the card and slide it completely into place. As was mentioned earlier, if you replace the Basic Cartridge with one of the enhanced feature cartridges, e.g. the Custom Calling Convenience Cartridge, you must replace the Directory Card with the card which came with the special cartridge.

Reposition the display screen frame -- its "TOP" is labelled on its underside.

Gently press the display frame down until it snaps into place.

Now you're ready to record phone numbers in the One Touch Calling memory.



Recording One Touch Calling Buttons

Once the Directory Card has been filled in to clearly identify the One Touch Calling buttons, you're ready to store the appropriate phone number under each button.

Follow the same steps for each number:

Press

Record

The display shows the time, day and date.

The display shows

ENTER NUM THEN LOC

You use the dial keypad to enter the phone number. If you want, you can record a (-) between digits by pressing the **Send** button.

Dial in the number 5 5 5

Send

4 5 6 7

The display shows

555-4567

Press the button you labeled for that number, e.g.,

Karen

The display shows

555-4567 STORED

Adding a (-) between digits can make reading the phone number on the display screen easier. To change a One Touch Calling number, simply follow these same steps as recording a new number -- the old number is automatically replaced. Make sure you relabel the appropriate space on the Directory Card when you change a One Touch Calling number.

When recording One Touch Calling phone numbers, if you make a mistake in dialing in a number, you can correct yourself easily. For instance, if you want to record 555-7777.

If you misdial 5 5 1

Press

Clear

The display shows

551

The display shows

ENTER NUM THEN LOC

Redial 5 5 5

Send

7 7 7 7

The display shows

555-7777

Press the button you labeled

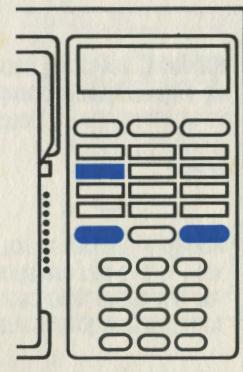
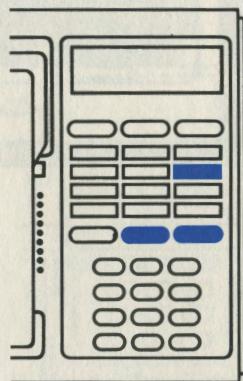
John

The display shows

555-7777 STORED

for a moment, then

The display shows the time, day and date.



Once you've recorded your One Touch Calling numbers, you need only touch one button to dial any one automatically:

Pick up the handset

The display shows the time, day and date (when the Save memory is empty)
OR
your Save/Send number.

SEND = 5554444

Press the button you've labeled

Karen

The display shows
and the number is dialed.

555-4567

Hang up when the call is over

The display shows the time, day and date.

When you want to reach an emergency number:

Pick up the handset

The display shows

SEND = 5554444

Press the green lit emergency button (button stays illuminated approximately 10 secs.)
labeled

DR. ROM
555-3333

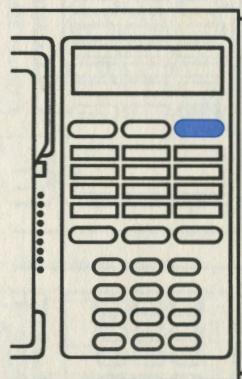
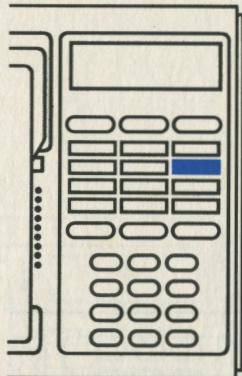
The display shows
for a moment, then
The display shows
and the number is dialed.

EMERGENCY NUMBER 3

555 - 3333

Hang up when the call is over

The display shows the time, day and date.



You can check any number you've stored under a One Touch Calling button when on-hook.
To check Karren's number, for instance:

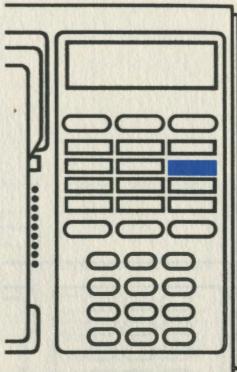
Press the button you labeled

Karen

The display shows
for a moment, then

555 - 4567

The display shows the time, day and date.



To check an emergency number such as DR. ROM:

Press the button you labeled

DR. ROM
555-3333

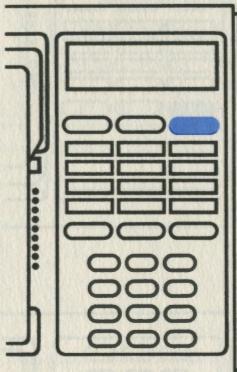
The display shows
for a moment, then

EMERGENCY NUMBER 3

The display shows
for a moment, then

555 - 3333

The display shows the time, day and date.



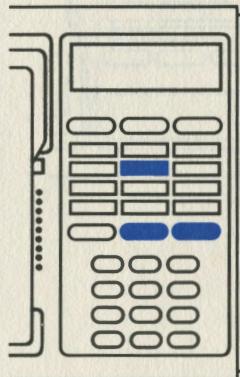
DIALING WITH ACCESS CODES

Using Access Codes with One Touch Calling.

In some instances, it is necessary to dial an Access Code of one or more digits to get a phone line before you dial an individual phone number. You can program the GENESIS Telesystem Console to automatically dial the Access Code -- pause -- then dial the stored phone number of the person you want to reach. You can program the console to pause for three seconds, or wait a full 30 seconds between dialing the Access Code and the phone number.

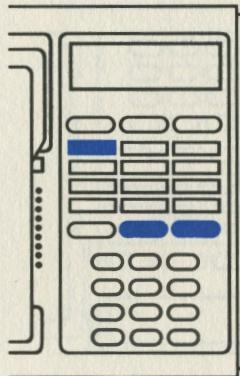
To program a three-second pause:

Press Record	The display shows the time, day and date.
Dial in the Access Code, e.g., 9	The display shows ENTER NUM THEN LOC
Press Send TWO TIMES	The display shows 9
After first press	The display shows 9-
After second press	The display shows 9p
Dial in the phone number 5 5 5 Send 4 4 2 2	The display shows 9p555-4422
Press the button you've labeled, e.g., Joe	The display shows 9p555-4422 STORED The display shows the time, day and date.



Programming a 30-second wait involves one additional press of the **Send** button:

Press Record	The display shows ENTER NUM THEN LOC
Dial in the Access Code 1 5 6	The display shows 156
Press Send THREE TIMES	The display shows 156w
Dial in the phone number 5 5 5 Send 7 6 5 4	The display shows 156w555-7654
Press the button you've labeled Keith	The display shows 156w555-7654 STORED The display shows the time, day and date.



When you want to reach a number with a programmed three-second pause:

Pick up the handset

The display shows

SEND = 5554444

Press the button you've labeled

Joe

The display shows

The 9 is dialed and "p" flashes for three seconds, then

9p

The display shows

9p555 - 4422

when the rest of the number is dialed.

Hang up when the call is over

The display shows the time, day and date.

If you get dial tone before the pause expires, you can have the number dialed immediately:

Press

Joe

OR

Send

while the "p" is flashing

The display shows
when the rest of the number is dialed.

9p555 - 4422

Hang up when the call is over

The display shows the time, day and date.

When you want to reach a number with a programmed 30-second wait:

Pick up the handset

The display shows

SEND = 5554444

Press the button

Keith

The display shows

The 156 is dialed and the "w" flashes for 30 seconds, then

156w

The display shows

when the rest of the number is dialed.

156w555 - 7654

If you get a dial tone before the full 30 seconds is up, you can have the number dialed immediately:

Press

Keith

OR

Send

while the "w" is flashing

The display shows
when the number is dialed.

156w555 - 7654

Hang up when the call is over

The display shows the time, day and date.

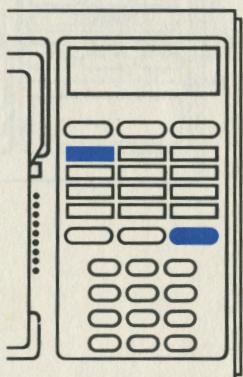
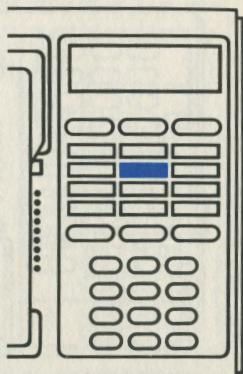
If you have programmed a wait, it is recommended that you continue manually, i.e., press

Keith

or

Send

as soon as the dial tone is available after the "w" starts flashing. Frequently, dial tones are available for only a short period of time.



Using Access Code With Manual Dialing and Save/Send

In many instances you may wish to use pauses and waits during manual dialing from the dial keypad, and then save the number to redial later. For example, when you must dial an access code, wait for a second dial tone, and then dial a phone number. By using the **Send** button, you can save a number with either a three second pause (p) or a thirty second wait (w).

To use a three second pause:

Pick up the handset	The display shows	SEND = 5554444
Dial in the access code, e.g., 9	The display shows	9
Press Send TWO TIMES	The display shows	9-
After the first press	The display shows	9p
After the second press	The display shows	9p5558876
When you hear the second dial tone Dial in the phone number 5558876	The display shows and the number is dialed.	
Hang up when the call is over	The display shows	9p5558876 SAVE?

Note that the "p" is still included in the last message. If you wish to save this number, the pause will also be saved.

Press *YES	The display shows	9p5558876 SAVED
-------------------	-------------------	----------------------

When you later dial this number by pressing **Send**, the pause will be included just as it is when you use a One Touch Calling button programmed with a pause.

To redial your Save/Send number:

Pick up the handset	The display shows	SEND = 9p5558876
Press Send	The display shows	9p
The 9 is dialed and the "p" flashes for three seconds, then	The display shows	9p5558876

when the rest of the number is dialed

Hang up when the call is over The display shows the time, day and date.

If you wish to program a thirty second wait, after dialing the access code, press **Send** three times and the display will show a "w". When you redial the number, if you get dial tone before the thirty second wait is complete, simply press **Send** while the "w" is flashing.

PUTTING CALLS ON HOLD

The GENESIS Telesystem Console lets you keep a phone call on Hold -- for a maximum of two minutes after you hang up the handset, or for an indefinite period when you keep the handset "off-hook." When a call is placed on Hold, other features cannot be accessed and the handset becomes inoperative. You can continue the conversation at any of your extensions.

To use the Hold feature during any phone conversation, follow these steps:

The display shows the time, day and date (incoming calls)
OR
the number you dialed (outgoing calls).

Press **Hold**

The display shows **HOLD**

Hang up the handset.

After any period of time under two minutes --
Pick up the console handset to continue the conversation

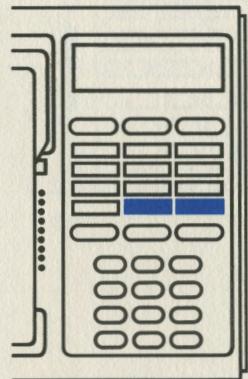
OR

Press **Speaker** OR **Hold** to keep the connection open.

The display shows the time, day and date (incoming calls)

OR

the number you dialed (outgoing calls).



If the handset is "on-hook" and the call on Hold, the call will be automatically terminated at the end of two minutes. You can continue a conversation on Hold at any of your extensions. When you pick up on your extension, the console will continue to indicate Hold for the remainder of the two minutes, but will not affect your conversation. If you terminate your conversation in less than two minutes, the console will keep your line on Hold until the two minutes are up.

If you think you'll need to keep the call on Hold for more than two minutes:

Press **Hold**
DO NOT hang up the handset.

After any period of time - -

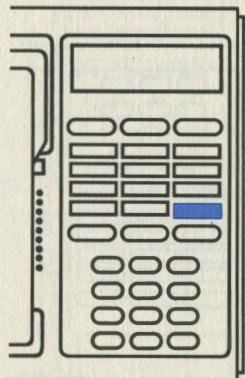
Press **Hold** to continue your conversation.

The display shows

HOLD

The display shows the time, day and date (incoming calls)
OR
the number you dialed (outgoing calls).

You can continue a conversation on Hold at any of your extensions. **When you terminate your conversation at an extension, your console will keep your line on Hold until you return to the Console, deactivate HOLD and hang up the handset.** While on Hold, attempts to activate other features will be ignored.



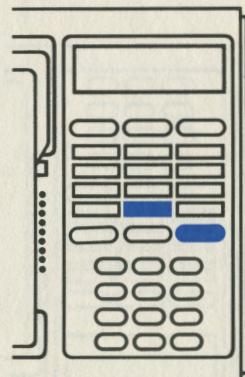
USING THE SPEAKER

The GENESIS Telesystem Console is equipped with a Speaker which makes possible two additional features: Call Progress Monitor and Group Listening.

Call Progress Monitor lets you dial through a call without picking up the handset. You put the console "off-hook" by pressing the **Speaker** button. You dial the number you want to reach (or your Save/Send number or a One Touch Calling number) and listen as the Speaker's feedback tones signal the number being dialed, then the phone ringing at the other end - - or a busy signal. You need to pick up the handset only when you hear someone answer your call. (The console's only microphone is in the handset.) As soon as you pick up the handset the Speaker is turned off. If you want to dial a recorded message (say, the weather or time check) you needn't pick up the handset at all. Just press **Speaker** to hang up after you've heard the message.

Group Listening lets others listen in on the conversation with the handset off-hook. Simply press **Speaker** to turn the Speaker on. (There is a momentary delay.) Raise or lower the volume with the Speaker volume control on the console's left end. For privacy, press **Speaker** to turn the Speaker off. Here's how you might use these features:

Press Speaker	The display shows the time, day and date.
Press Send	to put the console "off-hook" The display shows SEND = 5551234
Press Speaker	to dial the Save/Send number The display shows 5551234 You hear the Speaker signal as the number is dialed You hear a busy signal. to put the console "on-hook" - - or hang up The display shows the time, day and date.



After a few minutes, try again:

Press

Speaker

The display shows the time, day and date.

Press

Send

The display shows

SEND = 5551234

You hear the number dialed
You hear the Speaker signal the phone ringing
You hear someone pick up the phone.

Pick up the handset which automatically turns the Speaker off.

Press

Speaker

so others can listen in.

When the conversation is over

Hang up the handset

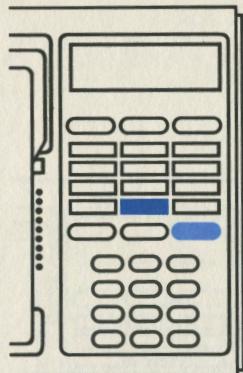
The display shows the time, day and date.

If feedback squeal occurs during a conversation, simply lower the Speaker's volume control or move the handset farther away from the console. To avoid feedback squeal when terminating a Group Listening call,

press **Speaker** before hanging up. If the Speaker is off during a conversation, you can turn it on,

hang up, and still listen in, provided you hang up within 3 seconds of pressing **Speaker**.

Hanging up after three seconds will terminate the call.



COMBINING FEATURES

Directions for using each GENESIS Telesystem Console feature have been covered separately for clarity. In actual practice, you'll enjoy the convenience of using several features in combination. As an illustration, here's how you might use the console's Call Progress Monitor, One Touch Calling, Hold, Scratchpad, and Save/Send features - - in the course of a single phone call:

Press **Speaker**
Press **Karen**

The display shows the time, day and date.

The display shows SEND = 5551234
The display shows 555 - 4567

You hear the speaker signal as the number is dialed, then
You hear Karren's phone ringing
OR
You hear Karren answer the phone.

Pick up the handset which automatically turns the speaker off

The display shows 555 - 4567

Press **Hold**

Hang up the handset

The display shows HOLD

Pick up the handset to continue the call after a minute.

The display shows 555 - 4567

Press **Clear** to use the scratchpad for a number Karren will give you.

The display is blank

Use the dial keypad to enter the number Karren gives you 5 5 5 6 6 6 6.

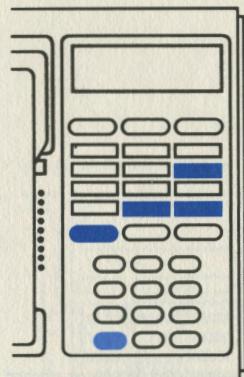
The display shows 5556666

Hang up when your call is over.

The display shows 5556666 SAVE?

Press ***YES**

The display shows 5556666 SAVED
for a moment, then
The display shows the time, day and date.

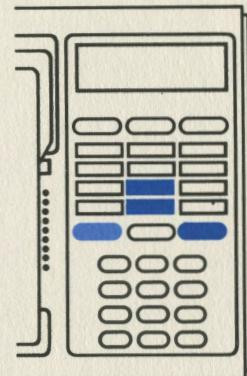


Long distance network access and bank by phone procedures may be simplified by using Call Progress Monitor, One Touch Calling and Scratchpad. By combining these features as shown below, you can enter the various code numbers required, verify them visually, and then send them.

To call Bill on a long distance network:

Press	Speaker	The display shows	SEND = 5556666
Dial the phone number of the long distance network, e.g., 5 5 5 6 2 4 8			
Press	Clear	The display shows	5556248
Enter your identification number, 1 2 3 4 5 6			
Press	Send	The display is blank	
Press Send to send your ID number.		The display shows	123456
After you get dial tone,			
Press	Bill	The display shows and the number is dialed.	369 - 555 - 1776
If there is no answer or the line is busy,			
Press	Speaker	The display shows the time, day and date.	
If Bill answers, Pick up the handset and continue the conversation in a normal manner.			

When using the console for bank by phone service, by using the Call Progress Monitor feature, you can complete your transactions without lifting the handset.



Care and Cleaning of your Console

Your console is constructed to provide you with years of reliable service. To clean the console, we suggest that you use only a mild soap and a clean, damp cloth. Do not use detergents, treated cloths, harsh cleaning agents or sprays since all of these items may harm the finish or operation of the console. Avoid spilling liquids of any kind onto or into your console. Please handle your console with reasonable care, just as you would any piece of electronic equipment.

The GENESIS Telesystem's Cartridges and Modules

The GENESIS Telesystem Console's features are only the beginning. The console is the first building block in your personal telesystem. You can add cartridges and modules - - and an extra dimension of features and functions - - to your basic console.

You can plug any one of the cartridges into the left end of the GENESIS Telesystem Console. There are cartridges which make Custom Calling Services faster, simpler and easier to use - - or allow fully automatic redialing and additional One Touch Calling - - or control of who uses your phone and how. Other cartridges will be added in the future.

You can add modules - - designed to visually blend in when attached to the console's right end. With additional modules, your GENESIS Telesystem Console can become a two-way speakerphone and a personal electronic directory which allows dialing numbers from memory by spelling the person's name on the full alphabetic keypad.

And you control your personal telesystem's growth, tailoring it to your communication needs.

You can see the full line of the latest GENESIS Telesystem Cartridges and Modules where you purchased your GENESIS Telesystem Console.

Service Information

IN CASE OF TROUBLE . . .

If your console does not function properly or becomes inoperative, there are several things you should check before you return it for service.

Determine whether the problem is in your telephone equipment.

In the following two situations, your problem is probably not in your telephone equipment:

- If you have more than one telephone and you are experiencing trouble with all of them, or
- If you have only your GENESIS Telesystem Console and it works in some modular outlets in your home, but not in others. (Plug your console into different modular outlets to check for this condition.)

In either of these two situations, your problem may be in the local telephone company lines or central office equipment. Please call your local telephone company repair service listed in the front of your phone book.

If you do not find either of the above two situations, or if the telephone company advises you that the problem is in your telephone equipment, please read the two following sections.

AC POWER FAILURE (WITH A GOOD BATTERY)

The console is programmed to notify you, after power is restored, of an AC power failure.

If the console is in use, either for phone calls or features, then one of the following two methods will be used:

- For short power failures (2 seconds or less):

After power returns, the console provides three short beep tones and the display will show **POWER FAILURE** for two seconds.

- For long power failures (greater than 2 seconds):

The console will follow the same procedure as for a short power failure. Additionally, the display will alternate showing the time, day and date and a solid green display. To return the display to normal operation, press **Clock/Alarm**. You may wish to reset the clock if it is incorrect due to the length of the power failure.

If the console is not in use:

- For short power failures:

There is no alerting for short power failures; however, if this occurs frequently, the clock will eventually lose time.

- For long power failures:

After power returns, the display will alternate showing the time, day and date and a solid green display. To return the display to normal operation, press **Clock/Alarm**.

You may wish to reset the clock if it is incorrect due to the length of the power failure.

NOTE: If you unplug the AC power cord for more than two seconds, you will get the above long power failure indication.

DETERMINE IF THE TROUBLE CAN BE CLEARED:

The following instructions will help you solve operating difficulties you may experience with your GENESIS Telesystem. Many of the suggested actions are intended to restore internal microprocessor programs to known starting points after certain failures. Such actions are known as "resets".

SYMPTOM	ACTION TO TAKE
Display shows BATTERY DEAD	<ul style="list-style-type: none">Follow battery replacement procedure described on Page 10.
Console inoperative during AC power failure	<ul style="list-style-type: none">Lift the Handset and check the EMERGENCY BUTTONS. If the buttons DO NOT light up, follow battery replacement procedure described on Page 10.If the EMERGENCY BUTTONS do light up, check the telephone line connection.If the console is still inoperative, return the console for repair.
Blank display	<ul style="list-style-type: none">Check the AC power connections. If AC power is on and the display is blank: Remove and reinstall the LEFT end panel.If the display is still blank, return the console for repair.
Console does not respond to commands	<ul style="list-style-type: none">Remove and reinstall the LEFT end panel.If the console is still inoperative:<ol style="list-style-type: none">Disconnect the AC power cord from the wall outletLift and then hang up the handsetReconnect the AC power cord to the wall outlet.If the console is still inoperative, return the console for repair.
Clock loses time	<ul style="list-style-type: none">Verify that power outlet is not wired to an electrical switch that is being turned on and off during the day.During power failures, the clock stops. When power is restored, the clock resumes operation from the time it was stopped. Reset the clock following instructions on Page 17.Also see the AC Power Failure Section, Page 40.

Non-recognizable character in display

- Remove and reinstall the LEFT end panel.
- If the problem is not cleared:
 - a) Disconnect the AC power cord from the wall outlet
 - b) Lift and then hang up the handset
 - c) Reconnect the AC power cord to the wall outlet.
- If the problem is not cleared:
 - a) Disconnect the AC power cord from the wall outlet
 - b) Remove LEFT end panel
 - c) Disconnect battery
 - d) Leave the set unpowered for 24 hrs.
 - e) Reconnect the battery
 - f) Reinstall LEFT end panel
 - g) Lift and then hang up the handset
 - h) Reconnect the AC power cord to the wall outlet
 - i) Reprogram and test display
 - j) If the problem is not cleared, return the console for repair.

No dial tone but can hear own voice (loud)

- Make sure both ends of the console's line cord are properly connected. Check for loose cord plugs or damaged cords. Secure the cord connections or replace cord(s).

No Speaker

- Increase the speaker volume control.

Squealing

- Reduce the speaker volume control. Keep the handset farther away from the speaker.
- If squealing occurs "only" during hang-up, depress

Speaker

button before you hang up the handset.

Console will not manually dial

- Make sure both ends of the console's line cord are properly connected. Check for loose cord plugs or damaged cords. Secure the cord connections and/or replace the cord(s).
- Check the dial type switch described on Page 8 and make sure it is set correctly.

Cannot redial after hang-up from extension

- GENESIS Telesystem Console was left on "HOLD." Wait for time out or disable "HOLD" at the console.

Your own voice is too loud. "Metallic" sound

- The mouthpiece on your handset is a very sensitive device. Hold it farther away from your mouth.

If your trouble can not be corrected with the aid of this troubleshooting guide, please follow the instructions in the Repair Service Section.

FCC INFORMATION Registration and Repair Information

Your new telephone has been registered with the Federal Communications Commission (FCC) in accordance with Part 68 of their rules. The FCC requires that you be advised of certain requirements involving the use of this telephone set.

1. CONNECTION AND USE WITH THE NATIONWIDE TELEPHONE NETWORK

The FCC requires that you connect this telephone to the nationwide telephone network through a Telephone Company provided registered jack. This jack is a modular outlet (e.g., RJ11W or RJ11C) which you can order from your local Telephone Company.

2. NOTIFICATION TO TELEPHONE COMPANY

Before using this telephone, the FCC requires that you notify your local Telephone Company Business Office. The number is in the front of your phone book. Tell them:

- The "line" to which you will connect your telephone (that is, your phone number) and
- The telephone's FCC registration number and ringer equivalence number. These numbers are on the back or bottom of your telephone.

The FCC further requires that you notify your local Telephone Company when permanently disconnecting this telephone.

This telephone may not be used with party lines or coin telephone lines.

3. REPAIR INSTRUCTIONS

If you experience trouble with this telephone, please follow the instructions listed in the Service Information Section. If it is found that your telephone is malfunctioning, the FCC rules require that it be unplugged from the modular outlet until the problem has been corrected. Repairs to this equipment can only be made by the manufacturer and its authorized agents, and by others who may be authorized by the FCC.

4. RIGHTS OF THE TELEPHONE COMPANY

If your telephone causes harm to the telephone network, the Telephone Company may temporarily discontinue your service. If possible, they'll notify you in advance. But if advance notice isn't practical, you'll be notified as soon as possible. You'll be given the opportunity to correct the situation and you'll be informed of your right to file a complaint with the FCC.

Your Telephone Company may make changes in its facilities, equipment, operations or procedures that could affect the proper functioning of your telephone. If they do, you'll be notified in advance to give you an opportunity to maintain uninterrupted telephone service.

Interference Information — Part 15 of FCC Rules

This telephone generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the instructions provided with this product, may cause interference to radio and TV reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this telephone does cause interference to radio or TV reception, which can be determined by taking the receiver off the hook and by dialing a few digits, you are encouraged to try to correct the interference by one or more of the following measures:

1. Reorient the receiving TV or radio antenna where this may be done safely.
2. To the extent possible, relocate the TV, radio or other receiver away from the telephone.
3. Where the telephone equipment requires AC power, plug the telephone equipment into a different AC outlet so that the telephone equipment and receiver are on different branch circuits.

You may find the following booklet prepared by the Federal Communications Commission, helpful: "How to Identify and Resolve Radio-TV Interference Problems".

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SERVICE RETURN FORM

For Information
Call 1-800-555-8111

LET US HELP YOU IF YOUR CONSOLE NEEDS REPAIR

FIRST 30 DAYS OF WARRANTY

You may return your console to the PhoneCenter where you purchased it for immediate replacement, or call our Customer Service Center on 1-800-555-8111.

BALANCE OF WARRANTY PERIOD (AFTER 30 DAYS OF THE DATE OF PURCHASE BUT WITHIN ONE YEAR)

Return your console to the PhoneCenter where you purchased it, or call our Customer Service Center, 1-800-555-8111, to arrange for warranty service. You will be advised of the address of an authorized service location to which you can take or ship your console. There will be no charge for this warranty service except for shipping costs to the service location. We suggest that you retain your original packing material in the event you need to ship your console. When sending your console to a service location, include your name, address, phone number, proof of purchase, and a description of the operating problem. Please detach and use the service return form attached to this page.

REPAIRS NOT COVERED BY WARRANTY

If your console is no longer covered by our warranty, there will be a charge for repair. You may arrange for repair by returning to the PhoneCenter where you purchased your console, or by calling our Customer Service Center on 1-800-555-8111. In either case, we will quote the repair charge and instruct you how to conveniently arrange for the repair.

LIMITED WARRANTY

This limited warranty is given to you by American Bell Consumer Products, 5 Wood Hollow Road, Parsippany, NJ 07054.

WHAT THE WARRANTY COVERS AND FOR HOW LONG:

If this product is defective in material or workmanship, return it within one (1) year of the date of purchase, and we will fix it or, at our option, replace it at no charge to you.

HOW TO EXERCISE YOUR WARRANTY:

For warranty service, return your product to the PhoneCenter where you purchased it, or call the American Bell Customer Service Center, toll-free 1-800-555-8111. You will be advised of the address of an authorized service location near you. If you ship your product, you must prepay all shipping costs to the authorized service location.

When you return your product for warranty service, proof of date of purchase is required.

After repairing or replacing your product under warranty, we will ship the product to your home at no cost to you.

WHAT THE WARRANTY DOES NOT COVER:

This warranty does not cover defects resulting from accidents, alterations, failure to follow instructions, misuse, fire, flood, and acts of God.

We do not warrant this product to be compatible with any particular telephone equipment or party line, key telephone systems, or more sophisticated customer premises switching systems.

Shipping costs to any authorized service location are not covered.

WHAT WE WILL NOT DO:

We will not be responsible for implied warranties, including those of fitness for a particular purpose and merchantability, for more than one(1) year from the date of purchase.

Neither we nor the manufacturer will pay for loss of time, inconvenience, loss of use of the product or property damage caused by this product or its failure to work or any other incidental or consequential damages.

This warranty sets forth all our responsibilities regarding this product. Repair or replacement at an authorized service location is your exclusive remedy. This warranty is the only one we give on this product. There are no express or implied warranties from the manufacturer, and there are no other express or implied warranties from American Bell Consumer Products.

OTHER CONDITIONS:

If we fix your product, we may use reconditioned replacement parts or materials. If we choose to replace your product, we may replace it with a reconditioned one of the same design and color. Parts used in repairing or replacing the product will be warranted for ninety (90) days from the date the product is returned or shipped to you or for the remainder of the original warranty period, whichever is longer.

STATE LAW RIGHTS:

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RIGHT TO USE THE SOFTWARE

Any and all documentation, information and software owned by ABI and its suppliers and provided to Customer by ABI for use with products provided to Customer shall remain the property of ABI. ABI hereby grants Customer a personal, nontransferable and nonexclusive license to use all such documentation, technical information, software and related documentation, in whatever form recorded ("information"), which are furnished to Customer subject to the following terms and conditions:

1. All information shall remain the property of ABI or its supplier.
2. Such information:
 - (a) shall be used by Customer only to install, operate, or maintain the particular product for which it was initially furnished;
 - (b) shall be used solely for Customer's residential or internal business purposes;
 - (c) shall not be reproduced or copied, in whole or in part, except as necessary for use as authorized herein; and
 - (d) shall, together with any copies thereof, be returned or destroyed, or may, if in the form of software recorded on an erasable storage medium, be erased when no longer needed or permitted for use with the product for which it was initially furnished.
3. Unless ABI consents in writing, such information except for any part thereof which is known to Customer free of any obligation to keep in confidence, or which becomes generally known to the public through acts not attributable to Customer or is independently developed by Customer, shall be treated in confidence by Customer.
4. Such information may be disclosed to other persons, solely for the purpose of installing, operating or maintaining the particular product for which it was furnished, provided such other person agrees in writing to the same conditions respecting use and confidentiality of information contained in this section and ABI is furnished with a copy of such writing.

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The GENESIS* Telesystem Group

It's the beginning of an association that can bring you new knowledge and understanding of the telesystem. Simply complete, detach and mail this registration card.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

HOME TEL. #() _____

DATE OF PURCHASE _____

Dear Customer:

Thank you for selecting the GENESIS Telesystem to meet your communication needs.

If you need assistance with service, call us toll free on 1-800-555-8111.

If you're interested in buying other American Bell products, call us toll free on 1-800-222-4111.

We suggest you attach our peel-off sticker (provided below) to your console in case you need to reach us in the future.

AMERICAN BELL CONSUMER PRODUCTS
Toll Free Numbers
For Service: 1-800-555-8111
For Sales: 1-800-222-4111

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American Bell Consumer Products

The GENESIS Telesystem Group
American Bell Consumer Products
P.O. Box 267
Parisippany, N.J. 07054

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Parisippany, N.J.
BUSINESS REPLY CARD

A new world of telecommunications is beginning and you are part of it.
As this new world changes and expands, you can explore its every movement. Fill in this card and join The GENESIS Telesystem Group, absolutely free of charge.

beginning and you are part of it.
As this new world changes and expands, you can explore its every movement. Fill in this card and join The GENESIS Telesystem Group, absolutely free of charge.

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NECESSARY
NO POSTAGE

Dear Owner:

